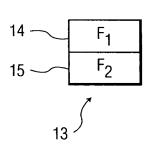


FIG. 1A



BUFFER

 ${\sf F}_1$: Store a pointer to next buffer ${\sf F}_2$: Store the sequence number of a lost packet

FIG. 1B

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```
CIRCULAR BUFFER INITIALIZATION:
         B_i \rightarrow F_2 = 0, FOR i = 1,2,...m
P = B_1
NORMAL OPERATION:
VARIABLE:
s: Current Packet Sequence Number
h: LENGTH OF OBSERVED HOLE IN SEQUENCE NUMBER
P: THE POINTER THAT CIRCULATES THE CIRCULAR BUFFER
UPON RECEIVING A PACKET WITH SEQ. NO. X
             h=x-s;
             if (h>0)
                        if (h=1) //NO HOLE
                                     if (P \rightarrow F_2 \neq 0) {
                                              declare the packet with the seq. No of P \rightarrow F_2 lost; P \rightarrow F_2 = 0;
                                    P=P \rightarrow F_1; //MOVE THE POINTER TO NEXT BUFFER
                        while (h >1)
                                     if (h>1) //HAS HOLE
                                              if (P \rightarrow F_2 \neq 0) {
                                                   declare the packet with the seq. No of P \rightarrow F_2 lost;
                                              P \rightarrow F_2 = ++s; //A POSSIBLE LOSS
                                              P = P \rightarrow F_1; //MOVE THE POINTER TO NEXT BUFFER
                                     h--;
                        s=x; //UPDATE THE CURRENT SEQUENCE NUMBER
             } else //RECEIVE AN OUT OF ORDER PACKET
                        find out B_i that B_i \rightarrow F_2 = x, do
                                     B_i \rightarrow F_2 = 0; //CLEAN THE RECORD.
}
```

FIG. 2A

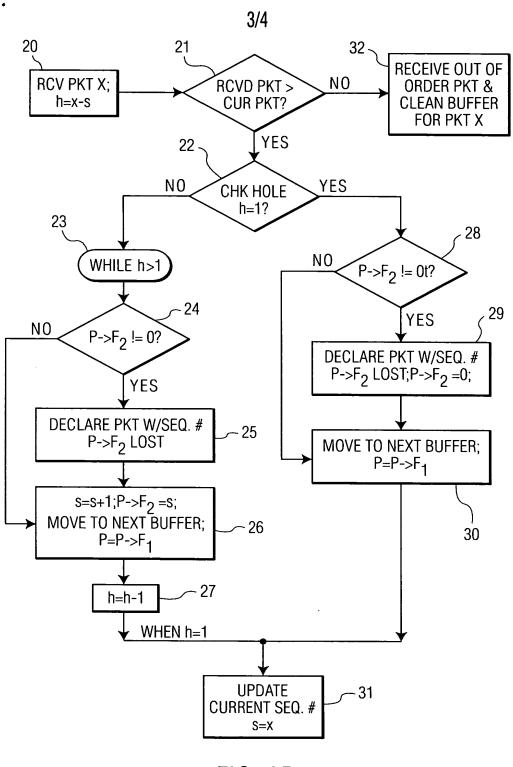


FIG. 2B

chain_size adaptation:

FIG. 3